HexMech-4M
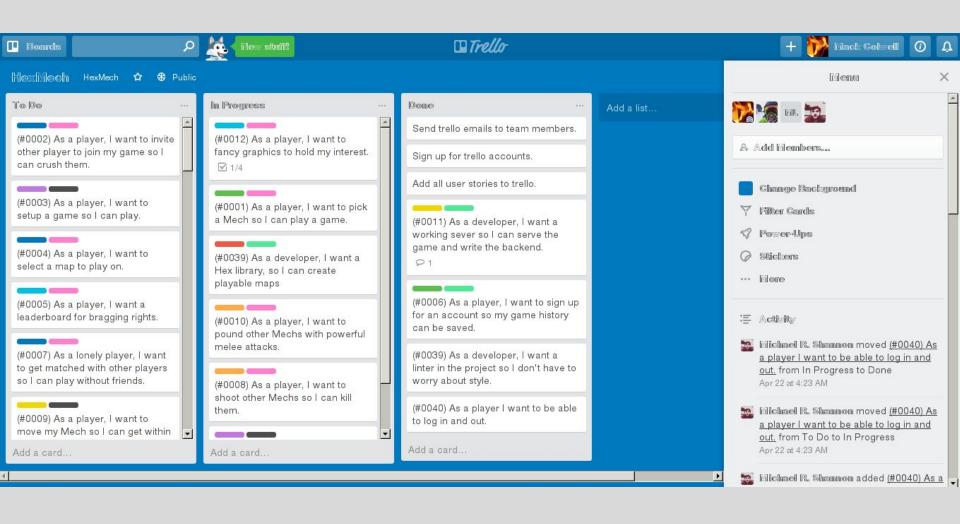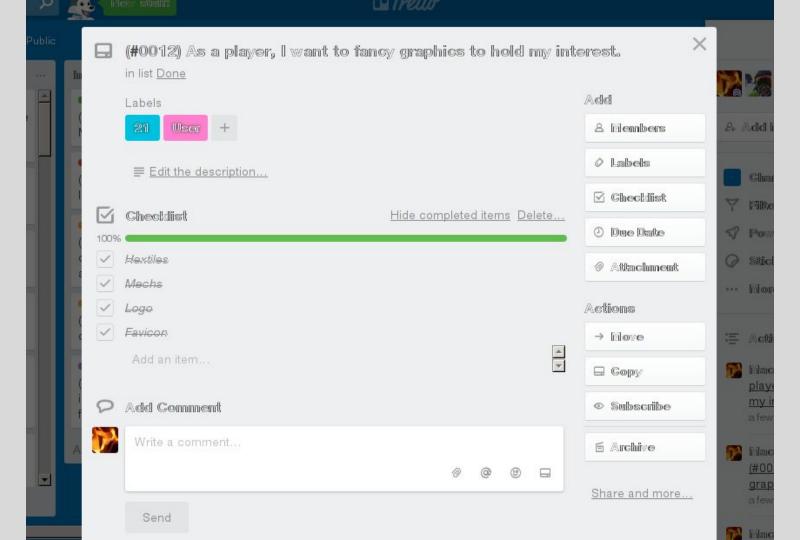
Mackenzie Colwell, Matthew Kaplan, Max Lookabaugh, and Michael Shannon

Progress Tracking Tools

Trello   3/5

CA Kanban Boards   4/5

HexMech | HexMech | ⭐ | 🌐 Public

New stuff!

To Do

(#0002) As a player, I want to invite other player to join my game so I can crush them.

(#0003) As a player, I want to setup a game so I can play.

(#0004) As a player, I want to select a map to play on.

(#0005) As a player, I want a leaderboard for bragging rights.

(#0007) As a lonely player, I want to get matched with other players so I can play without friends.

(#0009) As a player, I want to move my Mech so I can get within

Add a card...

In Progress

(#0012) As a player, I want to fancy graphics to hold my interest.
☑ 1/4

(#0001) As a player, I want to pick a Mech so I can play a game.

(#0039) As a developer, I want a Hex library, so I can create playable maps

(#0010) As a player, I want to pound other Mechs with powerful melee attacks.

(#0008) As a player, I want to shoot other Mechs so I can kill them.

Add a card...

Done

Send trello emails to team members.

Sign up for trello accounts.

Add all user stories to trello.

(#0011) As a developer, I want a working sever so I can serve the game and write the backend.
💬 1

(#0006) As a player, I want to sign up for an account so my game history can be saved.

(#0039) As a developer, I want a linter in the project so I don't have to worry about style.

(#0040) As a player I want to be able to log in and out.

Add a card...

Add a list...

Menu

👤 Add Members...

🟦 Change Background

🔽 Filter Cards

📍 Power-Ups

🏷 Stickers

⋯ More

≡ Activity

Michael R. Shannon moved (#0040) As a player I want to be able to log in and out. from In Progress to Done
Apr 22 at 4:23 AM

Michael R. Shannon moved (#0040) As a player I want to be able to log in and out. from To Do to In Progress
Apr 22 at 4:23 AM

Michael R. Shannon added (#0040) As a

(#0012) As a player, I want to fancy graphics to hold my interest.

in list Done

Labels

21 User +

≡ Edit the description...

☑ Checklist

Hide completed items   Delete...

100% ▬▬▬▬▬▬▬▬▬▬▬▬▬▬▬▬▬▬▬▬▬▬▬

☑ Hextiles

☑ Mechs

☑ Logo

☑ Favicon

Add an item...

💬 Add Comment

Write a comment...

📎 @ ☺ ▭

Send

Add

👤 Members

✎ Labels

☑ Checklist

🕐 Due Date

📎 Attachment

Actions

→ Move

🖥 Copy

👁 Subscribe

🗄 Archive

Share and more...

Iteration Status   ‹ Iteration 3 - After Safari 2016-03-15 - 2016-03-28 ⌄ ›   ？ ⚙

| Planned Velocity 1517ᵖ | Iteration End 0 days | Accepted 8ᵖ | 🗡 Defects 0 | 🗑 Tasks 0 | ⏺ Pie Chart |

New | User Story ⌄ | Name | Add | Add with Details | « 🔻 ☰+ | Select or Add Saved View... ⌄ | ↗ ⊞ ☰

Defined	In-Progress	Completed	Accepted

Defined

📄 **US22**   👤+
Invite Opponent
Iteration: Iteration 3 - After Safari   13

📄 **US23**   👤+
Start Game
Iteration: Iteration 3 - After Safari
🚫 Select Map
                                               8
🚫

📄 **US24**   👤+
Select Map
Iteration: Iteration 3 - After Safari   +

📄 **US25**   👤+
Player Leaderboard
Iteration: Iteration 3 - After Safari   21

📄 **US26**   👤+
Matchmaking

In-Progress

📄 **US18**   matthew.kaplan 😊
Shoot Bullets
Iteration: Iteration 3 - After Safari   1

📄 **US20**   👤+
Hex Library
Iteration: Iteration 3 - After Safari   3

📄 **US17**   👤+
Shoot Lasers
Iteration: Iteration 3 - After Safari   1

📄 **US16**   👤+
Initiative Phase
Iteration: Iteration 3 - After Safari   +

📄 **US9**   maco8719 😊
Leave Trello
Iteration: Iteration 3 - After Safari

Completed

📄 **US11**   maco8719 😊
Make Nice Graphics
Iteration: Iteration 3 - After Safari   21

📄 **US46**   maco8719 😊
QuickStart Rules
Iteration: Iteration 3 - After Safari   2

Accepted

📄 **US12**   mrshannon.aerospace+rally 😊
Bring up the server
Iteration: Iteration 3 - After Safari   2

📄 **US15**   mrshannon.aerospace+rally 😊
Login/Logout
Iteration: Iteration 3 - After Safari   8

📄 **US45**   maco8719 😊
Favicon
Iteration: Iteration 3 - After Safari   1

📄 **US13**   mrshannon.aerospace+rally 😊
Account Signup
Iteration: Iteration 3 - After Safari   1

📄 **US14**   mrshannon.aerospace+rally 😊
Linter
Iteration: Iteration 3 - After Safari   3

Version Control

Github   5/5

Pull requests   Issues   Gist

CSCI3308-4M / **hexmech**

⊙ Unwatch ▾   4   ★ Star   0   ⑂ Fork   1

‹› Code   ⓘ Issues **0**   🔀 Pull requests **1**   📖 Wiki   ⼃ Pulse   📊 Graphs   ⚙ Settings

No description or website provided. — Edit

⊕ **121** commits   ⑂ **17** branches   🏷 **1** release   👥 **4** contributors

Branch: **master** ▾   **New pull request**   New file   Upload files   Find file   HTTPS ▾   https://github.com/CSCI3308-   Download ZIP

Switch branches/tags	✕

Find or create a branch...

Branches   Tags

demo

feature-homepage

feature-linter

feature-login

feature-signup

://github.com/CSCI3308-4M/hexmech   Latest commit 42391ce a day ago

code pass linter.   3 days ago

t plan.   2 months ago

with basic client side validation.   2 months ago

ile story sizes to be right aligned.   2 months ago

STING.md   18 days ago

Methodology

Hybrid Scrum & Kanban Agile   4/5

Pair Programming   5/5

Database

MongoDB   4/5

Communication

Slack   5/5

Gmail   4/5

Game Engine

Phaser   5/5 for functionality, 3/5 for documentation

Challenges

New tools, methodologies, and technologies

JavaScript, node.js, MongoDB, Trello, Phaser, Slack, etc.

Miscommunication

Scheduling

Incompatible Work